



AU9470382

(12) PATENT ABSTRACT (11) Document No. AU-A-70382/94
(19) AUSTRALIAN PATENT OFFICE

(54) Title
SYSTEM FOR ENHANCING NETWORKED ELECTRONICALLY MONITORED GAME MACHINES

(51)⁵ International Patent Classification(s)
G07F 017/34 G06F 015/44

(21) Application No. : 70382/94

(22) Application Date : 22.08.94

(30) Priority Data

(31) Number (32) Date (33) Country
PM3696 04.02.94 AU AUSTRALIA

(43) Publication Date : 17.08.95

(71) Applicant(s)
CREATIVE ARRANGEMENTS PTY LTD

(72) Inventor(s)
CLIVE DAVIES

(74) Attorney or Agent
BARKER BLENKINSHIP & ASSOCIATES , PO Box 34, CHATSWOOD NSW 2067

(57) Claim

1. A system comprising means to monitor the extent of play by an individual on one or more electronically monitored game machines during a discreet time interval and to allocate a point score to each individual related to the extent of play so monitored; a display adjacent each game machine to advise each individual of his or her point score for the time being; a bid button dedicated to each machine and adapted to facilitate allocation of part or all of an individual player's point score towards the playing of a supplementary game; visual and/or audio means accessible by two or more individuals playing separate game machines and adapted to facilitate playing of a supplementary game utilizing the points allocated thereto by bid buttons.

SYSTEM FOR ENHANCING NETWORKED ELECTRONICALLY MONITORED
GAME MACHINES

The present invention has particular application to
casinos where a large number of game machines such as
poker machines, slot machines, fruit machines, keno
terminals and the like can be monitored by a central
remote computer.

5 The central remote computer may monitor the extent of
usage of each machine and furthermore, if a card reader
is associated with each machine, may monitor the extent
and nature of machine usage by any one cardholder.
Such monitoring however does not enhance the enjoyment
of the game playing by any particular individual.

10 It is accordingly an object of the present invention to
add a further dimension to the games which may be
played on individual game machines by the provision of
a system which will facilitate the playing of a further
game or games dependent upon an individual's playing of
individual game machines and involving competition with
individuals simultaneously playing on similar game
machines.

15
20
25 According to the present invention there is provided a
system comprising means to monitor the extent of play
by an individual on one or more electronically

monitored game machines during a discreet time interval and to allocate a point score to each individual related to the extent of play so monitored; a display adjacent each game machine to advise each individual of his or her point score for the time being; a bid button dedicated to each machine and adapted to facilitate allocation of part or all of an individual player's point score towards the playing of a supplementary game; visual and/or audio means accessible by two or more individuals playing separate game machines and adapted to facilitate playing of a supplementary game utilizing points allocated thereto by the bid buttons.

One example of the present invention will now be described with reference to the accompanying diagram being a schematic representation of one possible system in accordance with the present invention.

According to the diagram of figure I there are three poker machines 1, 2 and 3 each having a supplementary module 4. The supplementary module includes a liquid crystal display 5 a card reader 6 and a bid button 7.

The poker machines are linked by communication channels 8 to a host computer 9. Each poker machine is additionally provided with a "coin in" counter which is adapted to be read locally by the intelligence in

supplementary module 4 and also monitored remotely by computer 9 via communication channel 8. Card reader 6 may additionally be utilised by the player and if a card holding player has inserted a card in card reader 5 6 then this additional userinformation is also accessible by the host computer via communication channels 8.

10 Host computer 9 loads the supplementary module 4 with the rules for a game. Supplementary module 4 then allocates points to the player according to the rules of the game. These points may be in proportion to the coinage passed through the poker machine. The points awarded by supplementary module 4 may be displayed on liquid crystal screen 5 in order that the user may be aware of their points tally at any particular time.

20 Point scores may be intermittently downloaded to computer 9 for each player and be displayed on remote sign 10 or alternatively remote sign 10 may be utilised only to display the points tally of the leading player on each of the three machines in order that the players of the two other machines may be apprised of the gap 25 between their points and that of the leader.

Supplementary module 4 is provided with audio speaker 11 to faciliate the running of a supplementary game

apart from the games being played on poker machines 1,
2 and 3. The game may for example be an auction of a
case of wine or other desirable object. In order to
participate in the auction the players of machines 1, 2
or 3 may utilise their accumulated points by pushing
one of the three bid buttons 7. If an auction was being
broadcast over loudspeaker 11 and for example the
player on machine number 1 wished to respond to the
auctioneer's call of "Do I hear ten points" then he
would press one of his bid buttons 7. The system could
be configured such that host computer 9 would not take
notice of any bids from machines not having adequate
accumulated points for the bid at hand. Once the prize
had been won then the auctioneer via computer 9 could
deduct points appropriate for the winning bid from the
points total for the player concerned.

It should be appreciated that sign 10 may be utilised
to display other messages or characters other than the
leader's total of accumulated points for the time
being. It should also be appreciated that it is not
necessary for a cardholding player to keep playing one
machine in order to continue accumulating points during
any particular session. Once a cardholder signed off a
machine then his points total would remain constant
until such time as he inserted his card in another
machine and commenced playing another machine whereupon

computer 9 would recognise that the same cardholder was involved and would commence crediting points from the new machine being played towards the cardholder's existing total.

5

Other games apart from auctions could be played utilising a system configured as abovementioned. Usage of a system as abovementioned not only enhances the 10 user's excitement by offering a supplementary game apart from the game being played on the primary machine whereas the system furthermore encourages continuing usage of a variety of machines within the one establishment in order that points may be accumulated 15 for use in relation to supplementary games.

20

25

The claims defining the invention are as follows:

1. A system comprising means to monitor the extent of play by an individual on one or more electronically monitored game machines during a discreet time interval and to allocate a point score to each individual related to the extent of play so monitored; a display adjacent each game machine to advise each individual of his or her point score for the time being; a bid button dedicated to each machine and adapted to facilitate allocation of part or all of an individual player's point score towards the playing of a supplementary game; visual and/or audio means accessible by two or more individuals playing separate game machines and adapted to facilitate playing of a supplementary game utilizing the points allocated thereto by bid buttons.
2. A system in accordance with claim 1 wherein audio and visual means accessible by two or more individuals playing separate game machines are provided with a visual display having alpha numeric display capabilities such display being under control of a host computer.

3. A system in accordance with claim 2 hereof wherein
the visual display means is capable of displaying
a prize to be won by auction together with the top
bid or bids received by the host computer for the
time being from individual game machines.
- 5
4. A system in accordance with claim 3 hereof wherein
the host computer is configured so as to ignore
10 bids received from individual machines which do
not surpass the pre-existing highest bid displayed
on the visual display means.
- 10
5. A system in accordance with claim 4 wherein the
host computer is configured so as to display the
highest bid together with the identity of the
highest bidder.
- 15

DATED this 19th day of August, 1994

20

Creative Arrangements Pty
Ltd by their Patent
Attorneys Barker,
Blenkinship & Associates

25

70382/94

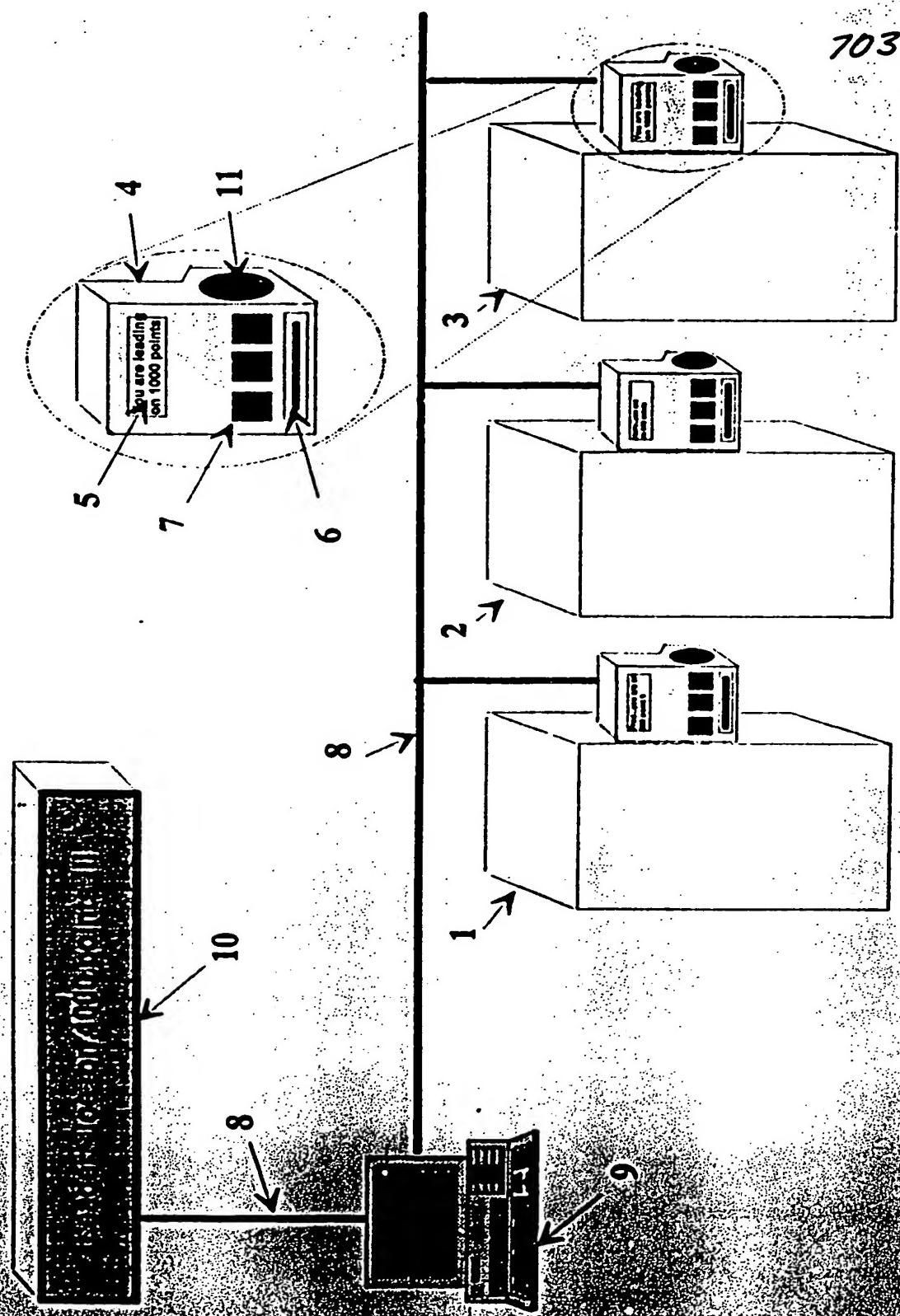


Figure 1